

Chapter 4, lesson 62, Plaster material (bonus)

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In this lesson we will replace the wood material on the buildings sides with a plaster material. The plaster will be made using techniques that we have used before. We will combine a base material with some color variation as well as leaking effects from the roof and close to the ground. Then we will create a transition between the wood and the plaster.

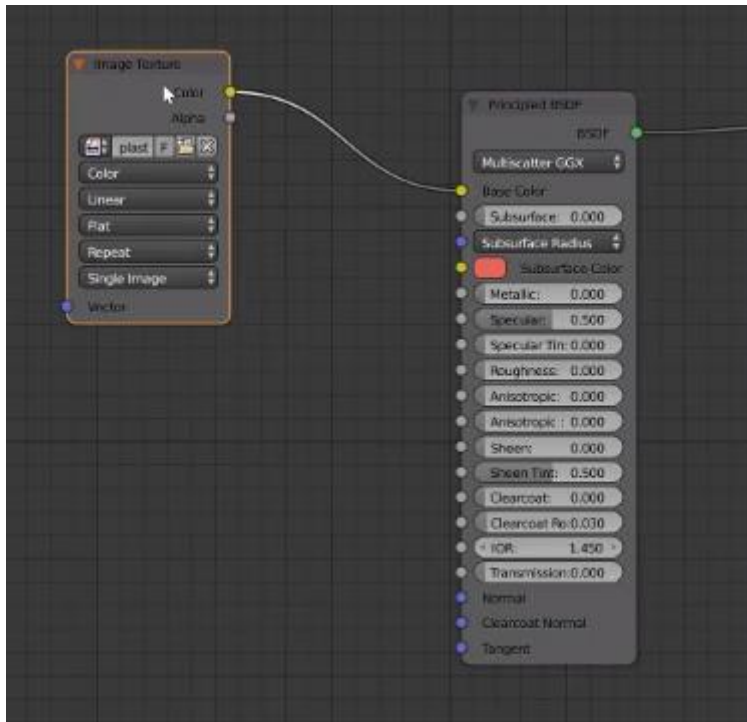
We will work on the right side of the building in this lesson and the left side will be left for you to do if you please.



Go to the material settings and hit the “+” and “new” to create a new material. Call it “plaster” and click on “Diffuse BSDF” and change it into a principled BSDF.



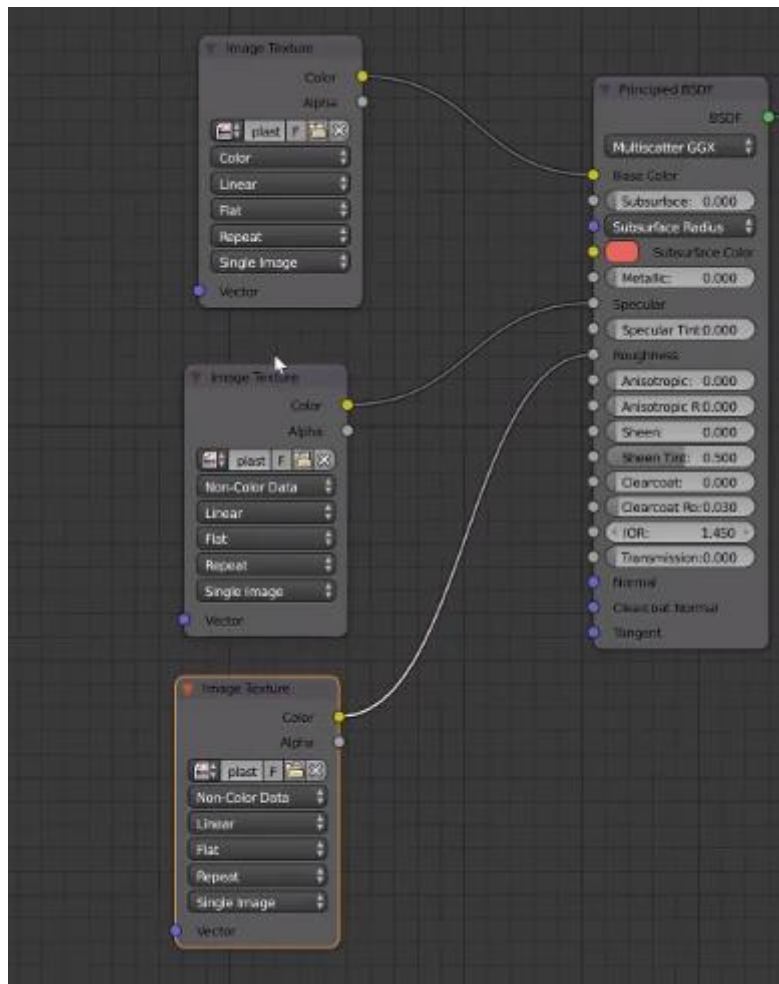
Go into the node editor and add an image texture node. Browse for the texture called “plaster_clean.jpg” in the course content. Connect it to the base color of the principled shader.



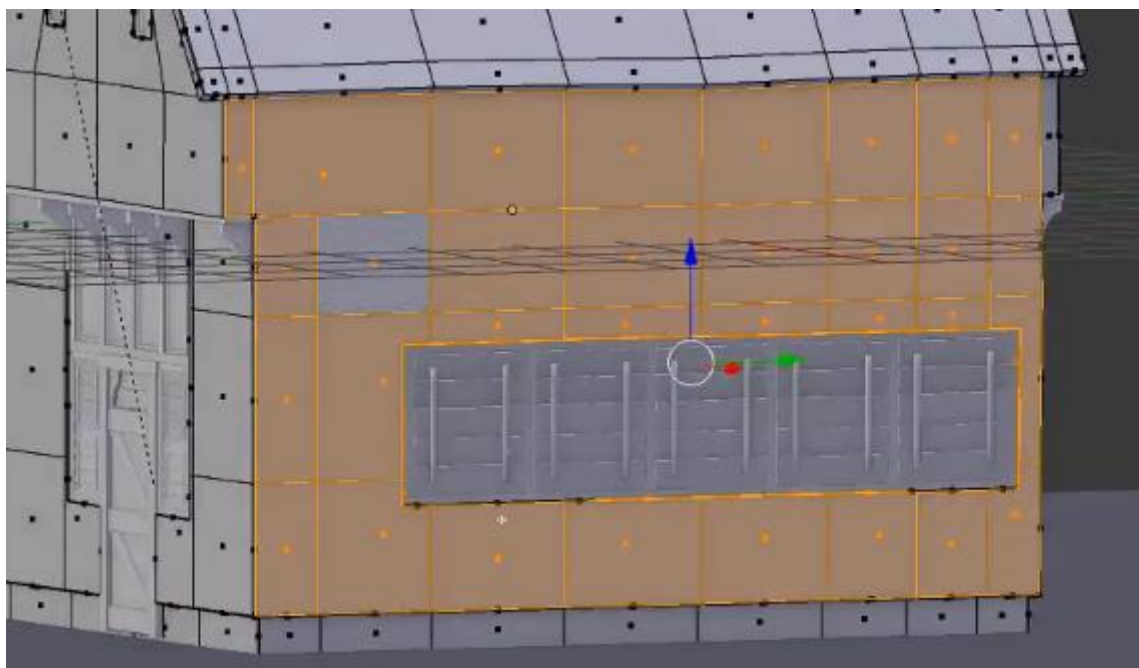
Duplicate the image texture node and browser for the “plaster_clean_spec.jpg”. Change this image texture to “non-color data” and connect it to the specular input of the principled shader.

Duplicate again and browser for the “plaster_clean_rough.jpg”. Connect it to the roughness input.

This is how the graph look right now.



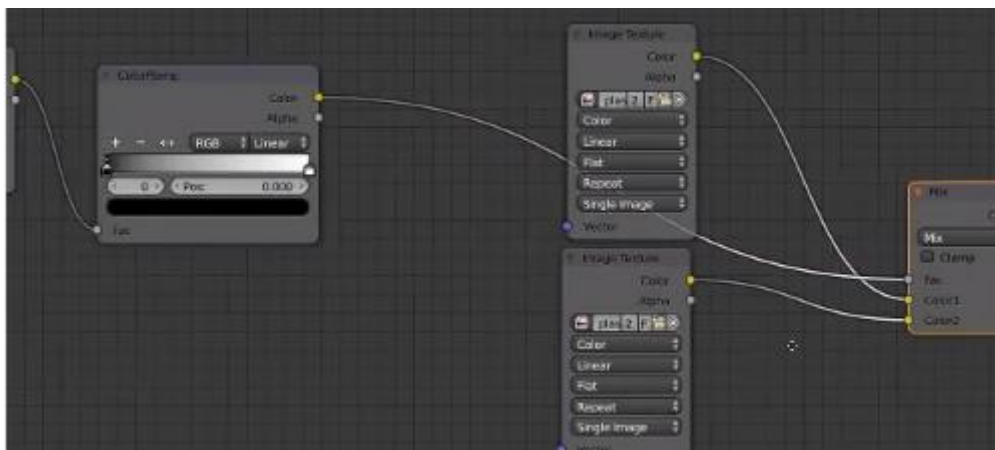
Go into edit mode and select the faces on the right side of the building. A quick way to do this is to select one of the faces in face select mode, then hit “**shift+g**” and choose “co-planar”. This will select all co-planar faces. Make sure that you don’t select any unwanted faces or miss any.



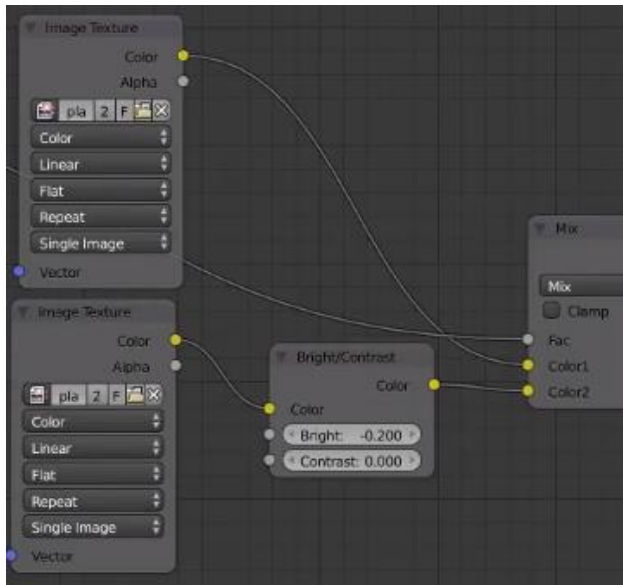
Go to the material panel and select the plaster material, then hit assign to assign these faces to the plaster material.



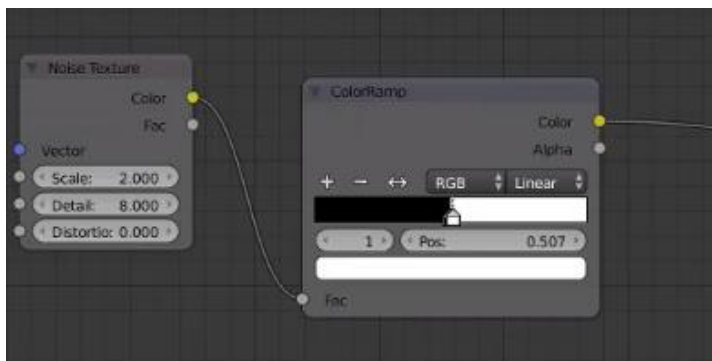
This is the starting point for our plaster that we will now spend the rest of the lesson tweaking. Start by duplicating the diffuse texture and add a mixrgb node between them. Also add a colorramp and a noise texture to the left of the two image texture nodes.



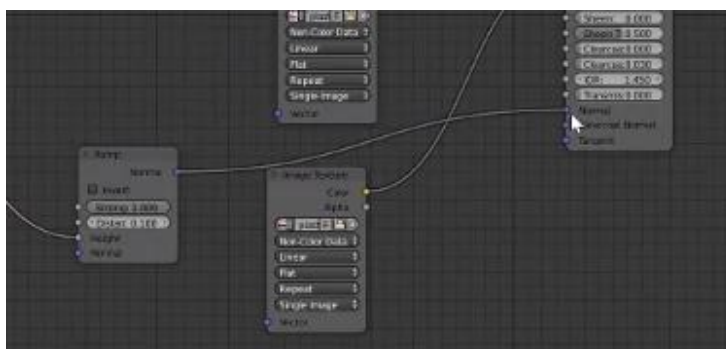
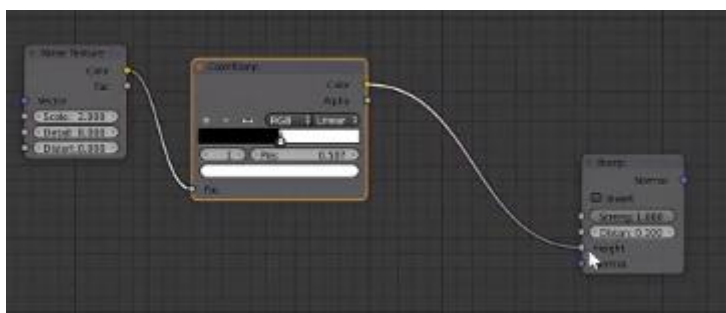
After this add a bright/contrast node and set the Brightness value to -0.2.



Now bring the flags on the color ramp closer together to increase the contrast. Then change the scale value of the noise texture to 2 to get larger patches of variation. Also change the detail value to 8.

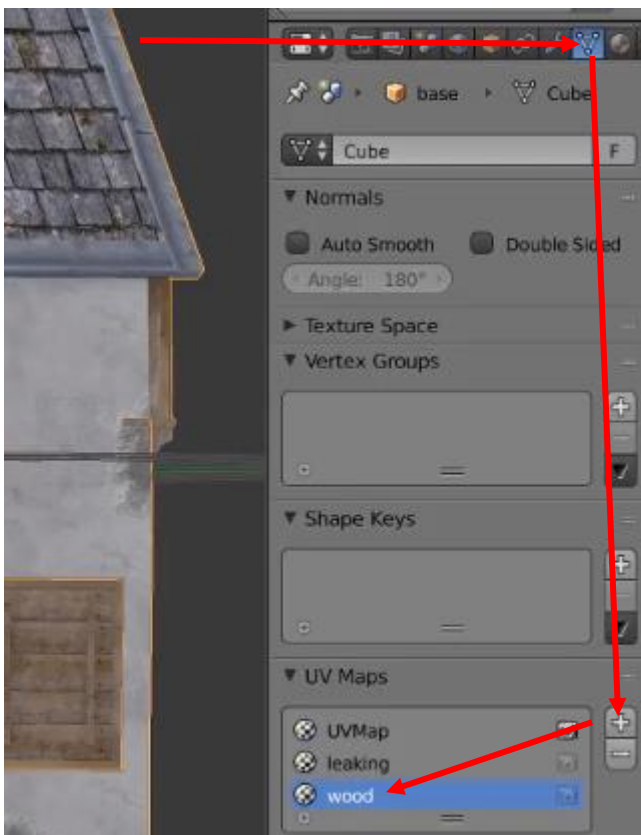


Duplicate the noise and color ramp and add a bump node. Connect the colorramp to the height input of the bump node and put the bump output into the normal socket of the principled shader.



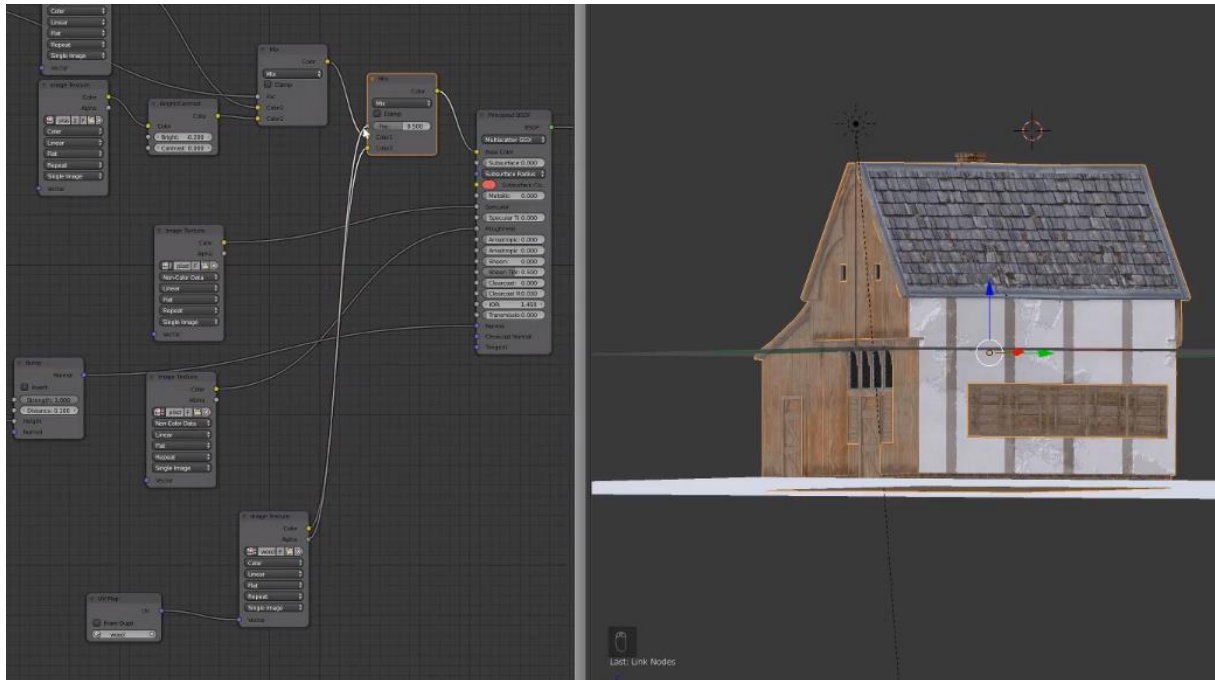


Now we will work on the transition from the planks on the front and rear of the building. To do this we will start by adding a new UV-map. Go to the mesh data tab and click the plus in the UV Maps section. Call it "wood".

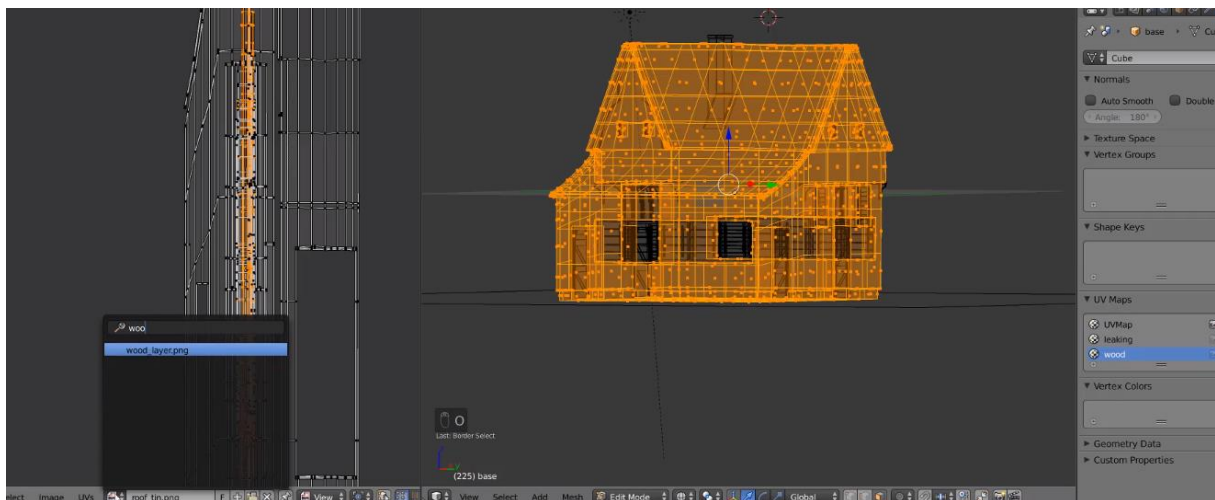


Now back in the node editor add a new UV map node found in the Input category. Set the UV map to be the "wood" UV map. Duplicate one of your image textures and connect the UV Map node to it then add a new Mixrgb right after the already existing mixrgb node in the graph and connect the

image texture node to its lower input. Make sure that the new image texture node is set to “color” and not “non-color data” and browse for the texture called “wood_layer.png”. Then lastly take the alpha output of the image texture and put it into the factor of the new mixrgb node.



Continue by going into edit mode and select all the faces on your building. Swap the node editor of an uv/image editor temporarily and make sure that you have the new “wood” UV Map selected. Search for “wood” in the uv.image editor and find the “wood_layer.png” texture as a background.



Select the entire uv map and scale it down so that it fits in the checker pattern area on the uv-map.

IMPORTANT: make sure that you have the correct UV map selected when you do this scaling.



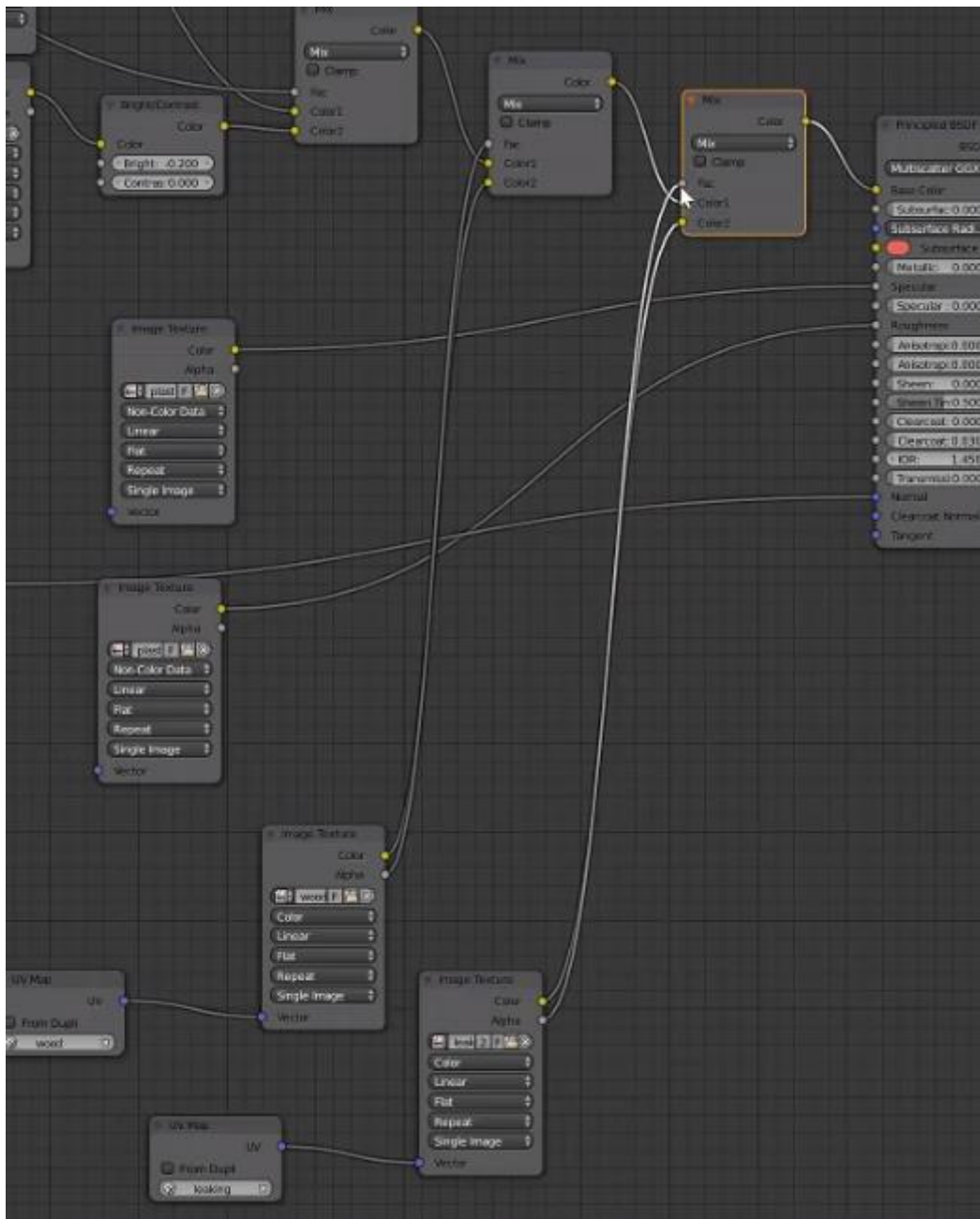
Select the faces at the edge of the plaster facing the wood front side of the building. Scale the UV coordinates for these faces and place them on the wood side of the texture.



Select the other side of the plaster facing the back of the building and do the same.



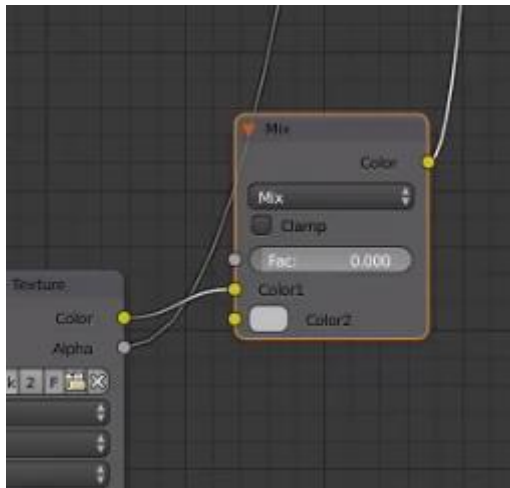
Last, we will add the leaking effect to the texture. Copy the UV-map node and the image texture with the “wood_layer.png” texture. Change the “wood” UV map to the “leaking” UV map and browse for the texture called “leaking_top_bottom.png”. Add another mixrgb node after the second one in the chain for our base color and connect the new image texture node to the bottom color input socket and the alpha of this image texture node to the fac of the mixrgb node.



Change the last mixrgb nodes blending mode to “soft light”.



If you want more control over the leaking effect add another mixrgb node between the output of the image texture and the input of the last mixrgb node in the chain.



Use the fac slider to alter how much of the leaking effect will come through. At this point the material is done and you can choose to apply the same material to the other side of the building and work on the UV Maps for that side.

This is the end of this lesson.